NEIGHBOURS FROM HELL

MANUAL

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Epilepsie warning
Some people may experience epileptic seizures or loss of consciousness when exposed to certain light patterns or flashing lights. Some types of graphics and computer game effects may induce an epileptic seizure or loss of consciousness in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.
If you, or anyone in your family, has an epileptic condition, consult your doctor before playing this game.
If you experience any of the following symptoms while playing the game – dizziness, loss of awareness, eye or muscle twitching, fainting, disorientation, any involuntary movement or convulsions – turn off your equipment IMMEDIATELY and consult your doctor before resuming play.

Technical Support and Customer Service

If you are having technical problems with software installation or are stuck in the middle of the game and don't know what to do next, our hotline staff will be glad to help you!

Hotline

E-mail: support@jowood.com

Ideas, Suggestions, Wants and Wishes...

Please let us know what you think of our game. You can reach us by e-mail at: jowood@jowood.com

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TABLE OF CONTENT

Introduction

In **Neighbours from Hell** you control Woody, the star of a reality TV show, who is taking on his unpleasant and despicable neighbour. The very existence of that nasty odd bod is enough to make Woody's life a living hell. That's why our hero has sneaked into his neighbour's house to play one trick after the other on him.

The audience supports Woody, rewarding him with wild applause and roaring laughter for each successful trick. The grumpier the neighbour, the louder the reactions. But remember: Woody mustn't get caught – or else the neighbour will give him a sound going-over.

In each episode, Woody plays a few tricks on the neighbour. He has to attain or exceed the required viewer ratings to win an episode. He achieves a "BRILLIANT!" result if he manages to find all of the tricks in one episode. If he wants to receive the "Golden Neighbour", though, he'll have to complete all episodes of a season with a "BRILLIANT!" result. Will he be able to do that?

Installation

System Requirements

To play **Neighbours from Hell**, you need:
- A Pentium®-compatible MMX processor of at least 166 MHz.
  (Pentium® II-compatible processors or higher all feature MMX.)
- At least 64 Megabytes of RAM.
- Windows 95®, Windows 98®, Windows ME®, Windows 2000® or Windows XP®.
- A DirectX® 8-compatible graphics card with at least 16 Megabyte video RAM.
- A DirectX® 8-compatible sound card.
- A Windows®-compatible mouse, keyboard and CD-ROM drive.
- At least 130 Megabytes (MB) free space on your hard drive.

DirectX®

To play Neighbours from Hell, you will need DirectX® version 8 (or higher). In case you don't have version 8 or higher installed on your computer, a copy of DirectX version 8 is included on the **Neighbours from Hell** CD, which you can install while installing the game.

If you are not sure which DirectX version you have installed on your computer, click on "Start", then "Run", then type "dxdiag" (without the quotes) and press Enter. Now the DirectX Diagnostic will examine your machine and report your settings, including your DirectX version.

Installing Neighbours from Hell

To install **Neighbours from Hell**, simply put the CD in your CD-ROM drive and follow the on-screen instructions.

If your CD does not start automatically, open Windows Explorer and click on the CD drive containing the **Neighbours from Hell** CD. Right-click on the name of the drive, then select "Autoplay".

If the game still does not launch, right-click on the CD drive and then click on "Explorer". Select the file name **"Neighbours from Hell"** (bn.exe) and double-click on the filename.

Uninstalling Neighbours from Hell

Neighbours from Hell can be uninstalled through the Windows "Add or Remove Programs" control panel, or via the "Uninstall Neighbours from Hell" option on the Start / Programs menu.

Starting the game

Like any other program, **Neighbours from Hell** is started through the Start Menu. There is also an option to have a shortcut installed on your desktop during the installation process.

The Menus

Main Menu

Starting the game will bring you (with a mouse click) to the main menu, where you can choose from the following options:

START GAME

As soon as you start the program for the first time, the game begins, and the first season is unlocked. If you have played the game before, you can continue here.

Note: *Your progress will be automatically saved after each episode, so that it is stored even when your computer is switched off!*

CREDITS

This is where you can look up the names of all the gifted people involved in developing **Neighbours from Hell** for you.

OPTIONS

In the options menu you can change the settings of Neighbours from Hell. For more information please look in the section "Options Menu" (a little further down).

QUIT GAME

This ends the game and returns you to your Windows desktop after confirming a security request.

Options Menu

Here you can change the settings of Neighbours from Hell. You can change the following:

- **Overall Volume:** Here you can change the overall volume (music and soundeffects) by moving the slider, or switch the music and sound effects on or off entirely by clicking on the loudspeaker icon.

- **Music Volume:** Here you can change the music volume by moving the slider, or switch the music on or off by clicking on the loudspeaker icon.
- **Reset saved games:** This function resets the game to its original state (with the exception of your settings). This allows you or another player to play from the beginning again.
  Note: *After you have confirmed the security request, you'll have to start all over again!*
- **Low/High Sound Quality:** If you think the game is running too slow or the graphics "stutter", try reducing the sound quality (in order to reduce calculating time) or switch off the music altogether (see previous item).
- **Time Limit on/off:** Activating the time limit means you will have to complete each episode within a set time limit.
- **Trick Camera on/off:** If activated, the trick camera will pan to the neighbour just before a successful trick takes effect!
- **Coloured Mouse Pointers on/off:** For less powerful systems we recommend that the coloured mouse pointers are disenabled.
  You can leave this menu by clicking "OK" (all new settings will be saved) or "Cancel" (all new settings will be rejected).

Selection Menu
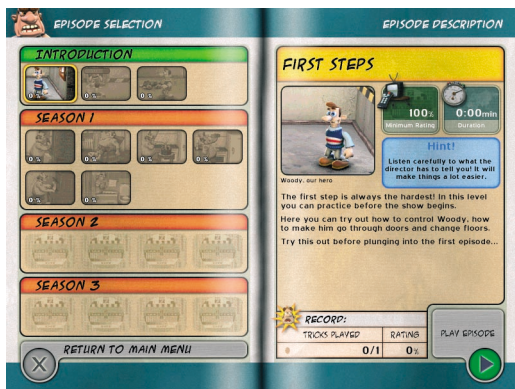
Here you can choose which episode you want to play. On the left, you will see buttons for all of the episodes in the game, grouped by season. When you play for the first time, only the introductory episodes and the first season are unlocked. You can play the episodes in any order, although we recommend playing the introduction in the correct order.

Once you have completed half of the episodes in a season, the next season is unlocked.

A TV magazine cutting on the right-hand side shows you what this episode is about. It gives you detailed information on what to expect, the number of possible tricks, the required minimum viewer rating, and the time limit. Read it carefully for clues!

Introduction

Here you are given general explanations concerning how the game works and what Woody can do. Of course, you can always skip parts or all of the introduction and start with a proper episode right away.

When you complete an episode, a window will pop up and show how well you did. In addition to your viewer ratings there are three possible results: "FAILED", "SUCCESS" or "BRILLIANT!". Click "OK" to close the window and return to the episode selection menu. A mark (tick or stamp) over the episode icon or in the "Last Score" box (right-hand side, bottom left) will show you how well you did in this episode.

Note: *An episode is a "SUCCESS" (tick) if you have achieved the minimum rating. You are considered "BRILLIANT!" (stamp) if you managed to solve practically all puzzles and attained a lot of bonus points. There will be no mark if you don't manage to complete an episode successfully ("FAILED!").*

Once you've completed all of the episodes of a season, the audience assesses your performance, and the results will be displayed:

- "SUCCESS" for all episodes: Woody gives you the "thumbs up" sign - SMASHING!
- You've completed all episodes with the assessment "BRILLIANT!", apart from two, which you completed with the assessment "SUCCESS": You are awarded the Bronze Neighbour - EXCELLENT!

- You've completed all episodes with the assessment "BRILLIANT!", apart from one, which you completed with the assessment "SUCCESS": Your reward is the Silver Neighbour - TERRIFIC!
- You've completed all episodes with the assessment "BRILLIANT!": For this outstanding result you are awarded the Golden Neighbour – UNIQUE!

Game Menu

To get to the game menu, press ESC or click the round button at the bottom right during the game. The game menu closely resembles the selection menu.

Note: *While you're on this screen, the game and the episode timer are paused!*

CONTINUE GAME

This button allows you to return to the game.

RESTART CURRENT EPISODE

This allows you to abort and restart the current episode.

Note: *This option will abort and restart the current episode even if you have already attained the required minimum ratings! You will, however, be asked to confirm a security request with YES. Selecting NO will bring you back to the game menu.*

PLAY ANOTHER EPISODE

This will cancel the current episode and take you back to the selection menu.

Note: *The notes regarding the previous option go for this option as well. Confirming the security request will cancel the current episode!*

OPTIONS

In the options menu you can change the settings of Neighbours from Hell. This is practically the same menu as described in the "Options Menu" section above.

You can adjust the settings for sound and music, trick camera and coloured mouse pointers. However, there are two limitations while playing an episode:

- You cannot change the time limit setting.
- You cannot reset saved games.

For more information on the remaining items please refer to the section "Options Menu" above.

RETURN TO MAIN MENU

Click on this button if you want to end the current episode (e.g., to change the time limit settings). This will bring you back to the main menu after confirming a security request.

Note: *Returning to the main menu will cancel the current episode even if you have already attained the required minimum ratings. However, the results achieved up to this point – i.e. all solved episodes and their scores – are retained!*

The Game Screen

This is where you move Woody through the neighbour's house, collect objects, play tricks on the neighbour and try not to get caught.

House

The main part of the screen shows a view of the neighbour's house. The house is divided into several rooms, which are interconnected by doors. As the neighbour's house is bigger than the screen, you can change the view by moving the mouse pointer to the edges of the screen ("scrolling"). You can also use the arrow keys on your keyboard to do this.

Inventory
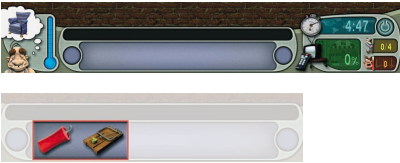
At the bottom of the screen you see the inventory bar, which contains all the objects Woody is carrying. If the inventory contains many objects, you can access the objects that are out of view by scrolling to the left or right with the arrow buttons.

Mood indicator

You can always see what mood the neighbour is in by looking at his face. The neighbour has two different moods:

- "Normal" – He is not annoyed, and
- "Angry" – He was all worked up about something recently.

In addition to this, the neighbour's face has two further functions:

1. Whenever the neighbour is mad about something, it shows on his face. If his mood was normal before, his face changes to angry. If he was already angry, his face changes to fuming (see also section "The result" further down in this manual).

2. If you want to focus on the neighbour to check what he's up to at any given time, simply click his face with the mouse pointer (or use the keyboard – see the section "Controls – Keyboard commands").

Anger indicator

As soon as the neighbour becomes the victim of a trick, his anger indicator rises to the maximum value. Then it slowly begins to sink again, until it finally gets back to zero. If the neighbour gets mad again before his anger indicator is back to zero, he starts fuming (see previous item).

Woody is awarded by a particularly loud applause, and the viewer ratings rise by a few additional points.

Thought bubble

The thought bubble above the neighbour's face shows what he feels like doing at the moment, and where he is therefore headed. Before and during the action, an icon symbolising this action appears in his thought bubble. E.g., if the neighbour is thirsty and wants to get a beer from the kitchen, his thought bubble will show a beer bottle.

Timer

The timer begins to run at the start of the episode, with the seconds being counted down from the overall time available for this episode. As soon as the timer has reached zero, this episode ends, and a program window informs the player about his results (see also section "Selection Menu").

Note: *As soon as the time limit in the settings is deactivated, the episode continues until all tricks have been found or you end the episode yourself (by walking out through the entrance door).*

Viewer ratings indicator

This shows the current viewer ratings (i.e. your score). With every new trick, you are awarded additional points. These are shown as small yellow numbers above the score display and disappear as soon as they are added to the overall ratings. All bonus points (see also section "Anger indicator" above) are displayed in bright red. As soon as the required minimum ratings for this episode have been obtained, the colour of the viewer ratings indicator changes from light green to white.

Controls

The game is mainly controlled with the mouse. Some commands can be entered using the keyboard.

Mouse buttons

- Left button – This is to carry out actions (see also next item) and to move Woody around in the rooms.
- Right button – During the game, this is used to make Woody sneak. Just use this button instead of the left button.

Note: *The sneak function (right button) is only available for movements or for actions involving objects (use, look at, etc.). For all other commands or the selection of menu items, please use the left mouse button!*

Mouse pointer

The mouse pointer changes its appearance and function to indicate to you what will happen if you click.

Mouse pointer	Where?	Function (left click)
	On the floors of all rooms and at walls and doors in other rooms (where Woody is not present)	Woody goes to that position.
	At the unlocked doors in Woody's room	Woody goes through that door.
	On objects Woody can look at	Woody looks at the object. A description appears in a speech bubble.
	On objects Woody can use	Woody uses the object. The basic function of the object is carried out (e.g., a wardrobe is opened).
	On objects Woody can hide in or under	Woody hides. Simply click on the floor of a room or on an object to make him come out again.
	If an object in the inventory is selected: On all objects on which the selected object can be used	Woody goes to that object and tries to use the selected inventory object with it. If this is possible, the object is used automatically; if not, Woody shrugs his shoulders to tell you: "That won't work!".
	If an object in the inventory is selected: Wherever an action is not possible	Automatic indication for "No action possible!" (You don't have to click to see this.)
	If the neighbour camera is activated: Everywhere and at the end of an episode	This indicates that the neighbour camera is active.
	If data are loaded or saved: Everywhere	This indicates that data are being loaded or saved.
	Anywhere else in the game and the menues	**During the game:** In the lower screen section (inventory, buttons, indicators, etc.) **In the menus:** For all actions, such as pressing buttons, adjusting settings, etc.

Keyboard commands

There are also some keyboard commands in Neighbours from Hell.

Key(s)	Where?	Function
Esc	Throughout the game (except during an episode)	Go to previous menu.
Esc	During an episode	Go to game menu.
P or Pause Break	During an episode	Activate the pause function. This pauses the game and the clock.
P or Pause Break	While the pause function is activated	Press P or Pause again to deactivate this function and resume the game.
→ ↓ ← ↑	During an episode	The view of the neighbour's house changes, showing what lies in that direction (if possible).
Home	During an episode	The game screen is focussed on Woody.
End	During an episode	The game screen is focussed on the neighbour, and the neighbour camera will be switched on. You can turn it off again by pressing the key.
PrtSc Sys Rq	Throughout the game	Save an image of the current screen to your hard drive.
S	During an episode	Save an image of the whole house, not just what's shown on the screen, to your hard drive.

The Story

What is the game all about?

You control Woody, the star of a reality TV show, whose job it is to play loads of tricks on his insufferable neighbour. To this end, you have sneaked into the neighbour's house. Every one of your actions is watched by an attentive audience. See that you don't get caught, and increase your viewing figures at the same time…


The TV Show

In each episode, Woody will play some tricks on his neighbour. The title and the plot of each episode indicate the neighbour's predicted routine. If the time limit has been activated, there is an individual time duration set for each episode. The episodes of the first season are between five and six minutes long –episodes of the next seasons will take a little longer. If you want to lower the difficulty level, simply deactivate the "time limit" function (under "Options" in the main menu or game menu).

Introduction

In the three introductory episodes you will learn how to control the game and what Woody can do.

An episode
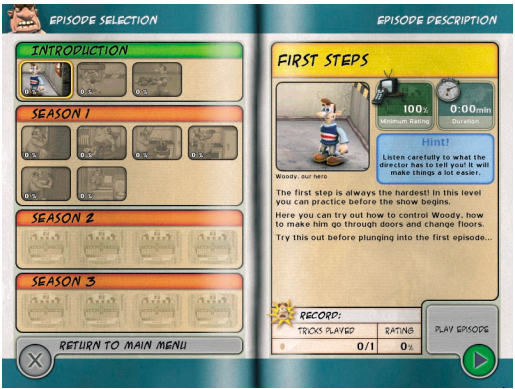
The first season comprises six episodes (whereas the next two seasons consist of only four episodes each). While the episodes are arranged so that the story makes sense and the difficulty gradually increases, you can play the episodes in any order you like.

A season

As soon as you have completed half of a season's episodes, the next season will be unlocked.

The Main Characters

Woody is the young hero of our game. A mischievous scamp, who simply can't resist getting one over on his nasty neighbour.
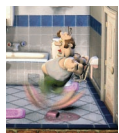
The neighbour is the "villain". Well, just take a look at his face! See what I mean...? Exactly!

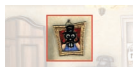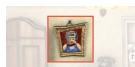**The animals** are the minor characters.

The tricks

The objects

At the beginning of each episode, Woody's inventory is empty. First of all, he has to find the objects for his tricks in the neighbour's house and "borrow" them. There are various kinds of objects:

• **World objects** include all things standing around in the neighbour's house. You, of course, are only interested in objects that the mouse pointer reacts to and which are named in the command line (such as the fridge in the kitchen or the toilet bowl in the bathroom). These are the only objects you can (perhaps) use to have some fun with.

Note: *The floor is a world object too! There are several objects you can use on it. By the way, you might get some ideas from the mouse pointer, as it takes on a different appearance depending on the situation and/or possible action (see control section "Mouse pointer" above).*

• **Containers** are a special kind of world object. If you click on a world object, Woody suddenly shouts, "Hah!" and makes an appropriate gesture. That means you've found a container with one or more objects in it. Woody automatically grabs all objects from it and adds them to his inventory.

• **Hide-outs** are special objects in or under which Woody can hide from the neighbour. If Woody clicks on such an object, he will hide there and be invisible for the neighbour even if he is in the same room. To make Woody leave his hiding place again, simply click on the floor of a room or any object. Woody will come out of hiding and go there.
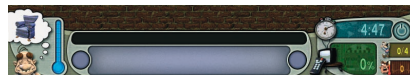
• **Inventory objects** are all objects that Woody finds in containers and then carries in his inventory (at the bottom of the screen).

The actions

The inventory objects are Woody's most important tools. He uses them to prepare the tricks for his neighbour. The simple formula for this is:

Inventory object + world object = trick

Note: *Woody can use some of the world objects for tricks without combining them with inventory objects! In this case, all you need to do is click on the world object in question to make Woody go there and carry out the appropriate action.*

So all you have to do is click on an inventory object and then on a world object to make Woody automatically prepare the appropriate trick. Depending on the kind of trick, this may take some time (while Woody is at work, a progress bar above his head indicates how long the trick will take to prepare).

Note: *Sometimes the two objects are swapped instead of combined!*

Take care not to click the mouse button before Woody has finished his "preparations". If you proceed with other actions before you've heard Woody's confirming chuckle and the progress bar has disappeared, the current preparations for this trick are cancelled, and you will have to start all over again. You should cancel an action only if Woody is in danger of getting caught.

The result

Success won't be long in coming. As soon as the neighbour passes one of the objects manipulated by Woody or wants to use one of them, the inevitable will happen:

Note: *Woody is a clever guy and won't walk into his own traps. For instance, he can pass the soap on the floor without tripping over it.*

The neighbour gets mad, he throws a fit, he rages and yells. The audience hoots with laughter, and the viewer ratings increase. What more do you want? You can also use tricks to hold up the neighbour. If there's something dirty, he'll immediately start cleaning it; if something's out of order, he'll fix it on the spot. In any case, the neighbour's anger indicator increases with every trick that's been played successfully.

You'll make the neighbour even madder if you succeed in annoying him before his anger indicator has gone down to zero. This will earn you a particularly hearty applause, and the viewer ratings will rise by a few points. The anger indicator will sink again steadily after each trick – with varying speed, depending on the trick and the episode – until it is finally back to zero.

Don't let him catch you!

That's the supreme objective for Woody and, therefore, for you. Whatever you do, you must NEVER EVER EVER be in the same room as the neighbour! When that happens, you'll be caught and lost that episode – and you'll have to start it all over again.

Note: *Woody is not considered to have entered a room until he has closed the door he came through. Correspondingly, Woody is considered to have left a room as soon as he has begun opening a door. The same applies to the neighbour!*

So, if you happen to move Woody into a room while the neighbour is still in there, you can beat a retreat as long as you're still standing in the door! Just click quickly on the room you came from and Woody will immediately turn around.

The neighbour's routine

In each episode, the neighbour acts according to his personal routine. He might read a book, then play with Chili the parrot, feed his dog, wash his hands and go back to his book. This routine is repeated again and again until the episode ends. Or so it would be, if it wasn't for Woody…
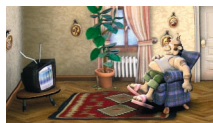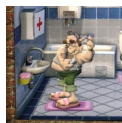

How to influence the neighbour's actions

Now Woody has various opportunities to interrupt the neighbour's routine or change it to suit his own purposes.

- The neighbour can be **held up** by Woody making something dirty so that the neighbour will want to clean it (such as the microwave). Moreover, there are some objects the player can interfere with or change so that the neighbour has to restore them to their original state.
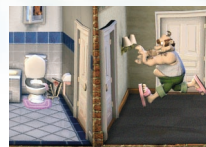
- You can **lure** the neighbour **away** by inducing various noises (e.g. the phone ringing or the dog barking), or by finding a way to make him go to a certain room.

- You can also **remove or destroy objects**. If that object is integrated in the neighbour's routine, he'll be surprised and will go on to carry out his next action. If, for instance, the neighbour has to feed the dog, but the dog food is missing or the tin opener is broken and cannot be repaired, he wouldn't be able to feed the dog and would, therefore, proceed with the next action.

Sneak
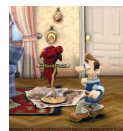
If you want to make Woody sneak, simply use the right instead of the left mouse button for as long as you want to stay in sneak mode. The sneaking movement is necessary to get into rooms and carry out actions in a room where the dog or the parrot are present (otherwise these would immediately raise the alarm). You can also sneak into a room where the neighbour is sleeping.

Note: *Don't forget that your movements when sneaking are much slower than your normal movements. This will not only take time but also increase the risk to be caught by the neighbour!*

What if Woody gets caught after all?

Believe me – you really don't want to know... Just take one look at the illustration above!!! In any case, you will have lost that episode and will have to start again.

Score

Minimum viewer ratings

As soon as you've attained the required minimum viewer ratings for an episode, you've practically won it. However, if you haven't found all of the tricks, the episode won't be over straight away. So even if you have already fulfilled the minimum requirements, you can still look for more tricks and continue bugging the neighbour.

Note: *You can simply let walk Woody out of the entrance door (by clicking on it) if you want to end an episode once you've fulfilled the minimum requirements.*

The Golden Neighbour awards

Woody is granted an award if you succeed in completing all but two episodes of a season with the assessment **"BRILLIANT!"**. On completing the full season he will be awarded the "Bronze Neighbour"!

If you manage to complete all but one episode of a season with the assessment **"BRILLIANT!"**, you will be moved up accordingly, and Woody is awarded the "Silver Neighbour"!

But if you should manage to complete all of the episodes of one season with the assessment **"BRILLIANT!"**, it's Woody's turn to bask in praise and adulation: He will have earned the "Golden Neighbour"!

Fame and glory are yours! You've done it! You're the greatest - a real genius!!!

Credits

JoWooD Vienna

Game Design
Michael Paeck
Gerhard E. Kodys

Level Design
Michael Paeck
Gerhard E. Kodys
JoWooD Vienna

Graphics

Art Direction
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David Murent
Miguel Marn
Stefan M. Halegger

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Programmers
Martin Weber
Thomas Alten

Script Programming
Jurie Horneman

Additional Programming
Nikolaus Gebhardt

Programming – G Framework

Lead Programmer
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Programmers
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Christoph Stockinger

Tester
Markus Wöß

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Michael Paeck
Jurie Horneman

Studio Manager
Michael Paeck

Playtesters
JoWooD Vienna

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Office Management
Monica Koczwara

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Harald Riegler

Assisting Producer
Georg Heinz

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Robbie Ost

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Wolfgang Tockner and Robbie Ost

Music performed by
The Funky Neighbours

The Inspiracy

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International Production & Purchasing Director
Fritz Neuhofer

Director Product Management
Michael Hengst

Product Manager
Matthias Fallmann

International Localisation Manager
Nikolaus Gregorcic

International Security & Protection Manager
Gerhard Neuhofer

Art Director
Christian Glatz

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Reinhard Döpfer

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Andreas Wiederspahn

Farbod Deyhim
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Thorsten Schäfer

JoWooD Team Ebensee

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Norbert Landertshamer

Testers
Jürgen Maier
Reinhard Gollowitsch
Martina Lindenmayr

Additional Testing
All of JoWooD Ebensee

German text verification
Christina Grabner

Fonts

Blue Highway
Ray Larabie

A.C.M.E. Secret Agent
Blambot c/o Nate Piekos

Troubleshooting

If, for some reason, you should have a problem with **Neighbours from Hell** or any other JoWooD game, please try the following:

First, read the "ReadMe" file included on your CD.

If you're having a technical problem such as a freeze or graphical glitch, please make sure your computer's drivers are up to date. This is very often the cause of technical problems. Please refer to the websites of the manufacturers of your computer's components to see if new drivers are available.

If this doesn't help, look in the support section of the JoWooD website at **http://www.jowood.com/** to see if there's an upgrade (new program version) or patch (software bug correction) for your game available for download. This may solve your problem.

If it doesn't, please try out our technical support forums at **http://forum.jowood.com/.** Each JoWooD game has its own forum for general and technical questions. It may be that someone else had the problem you're having, and has already figured out how to solve it.

If all else fails, please contact our technical support. Before you do this, however, please make sure you have the following information ready because you will be asked for it:

The **name of the game** that you're having problems with. We publish many games, and it may not be clear to us which game you are referring to.

A **description** of your problem, as precise as possible. How long were you playing? When did the problem occur? What were you doing when it happened? Does it happen every time?

A **DirectX® diagnosis**. To create this, please do the following:
• Run the DXDIAG.EXE, by clicking 'Start', then 'Run...', then type "dxdiag" and press Enter.
• This will start the DirectX Diagnostic Tool. Once it has finished analysing your system, please click the "Save All Information..." button at the bottom of the program window.
• Save the file as "dxdiag.txt" where you will be able to locate it.
• Attach this file to your email or forum posting.

Either send this information by email to **hotline@jowood.com**, or post your question in the appropriate technical support forum at **http://forum.jowood.com/**.

By providing us with as many details as you can, we will be able to solve your problem more quickly.

Special tips for laptop computers

If you play on laptop computers, please pay special attention to the required minimum configuration. While in many cases, the CPU – i.e., the processor speed – is sufficient, the memory or the graphics card resolution often isn't.

For machines using a "shared memory", i.e. borrowing main memory for the graphics card, you might be able to set the required value, thus facilitating playability of the game. To do this, refer to the manual of your laptop computer to see whether and how you can adjust the memory size of your graphics card.

Further tips:

If you keep experiencing small interruptions or pauses during the game, this might be attributed to the following causes:

The main or graphics memory is insufficient – it is necessary to frequently swap out or reload data. Look up the minimum requirements of the game and check whether these are met by your machine. You might have to upgrade your main memory or allocate more memory to the graphics card in order to be able to play without problems.

The energy settings for your hard disk have been set to too low a value – your hard disk is frequently being shut down and needs to be restarted before data can be accessed. You will find these settings (under Windows XP) in the control panel under "Power Management". It might solve your problem if you increase the value for "Turn off hard disks".

For design reasons, the LCD screens used in laptop computers have a maximum frame rate of 25 frames per second (fps), which might cause problems in case of games that are action intensive. In this case, we recommend using an external screen, if possible.

Another point that might prove to be problematic with laptop computers is the slightly changed keyboard layout and the control via touchpad, or any other substitute for a mouse. In this case, you might be able to solve the problem by connecting an external keyboard or a mouse to your machine.

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